
MARCH 2019
GPOSERS
ザーズ
MOVIE
NIGHT
VOLUME 8



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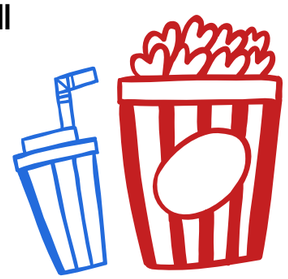
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MINTY MATHIS
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MATEUS



MAR 2019

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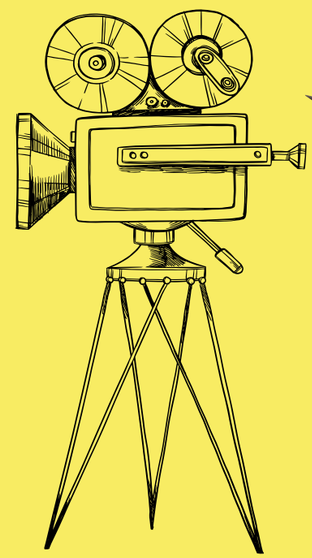
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GPOSERS
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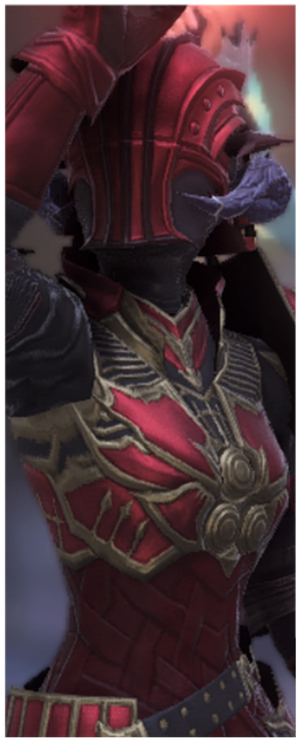
GPOSERS Meet Up

As we held an in-game meetup through a run of Orbonne Monastery on Primal, we wanted to make sure Aether and Chaos weren't left behind! Many great photos were taken across both data centers, and we'd like to share some of them with you. We hope everyone in the GPOSERS community had fun during these meetups and—if you didn't get to attend any of the above—be sure to join our Discord to find out when and where the next one will be!

JOIN OUR DISCORD







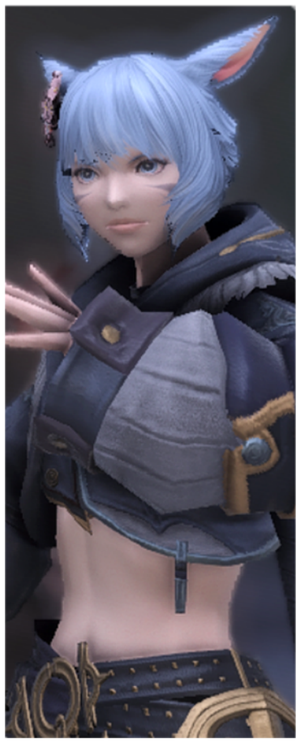




CHAOS/AETHER

















THE ORBONNE MONASTERY

























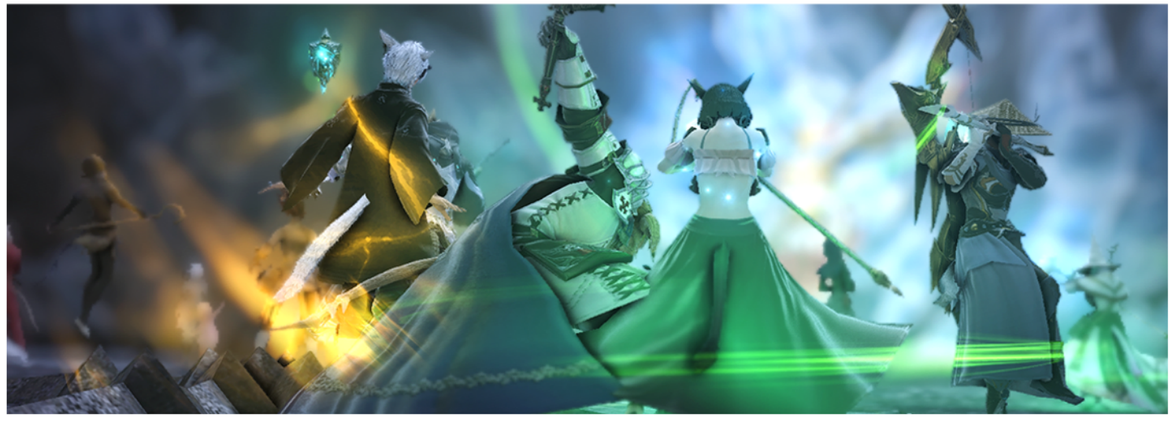























COME JOIN
GPOSERS
ジーポーザーズ



BLOCKBUSTER

Fashion

300

GOD-KING XERXES OF PERSIA

Xerxes is the primary antagonist of the movie 300, the insane and self-declared God-King of Persia. He marched a seemingly overwhelming army toward Sparta, but was temporarily halted by a mere 300 Spartans.









GEAR LIST

FOR GOD-KING XERXES OF PERSIA

KOPPRANICKEL TEMPLE CHAIN
DYE: SHALE BROWN
OBTAINED: CRAFTED (GSM LVL. 63) / MUTO - KUGANE (20,778 GIL) / MARKET BOARD

BLOODHEMPEN CHESTWRAP OF HEALING
DYE: GENERAL-PURPOSE METALLIC GOLD
OBTAINED: CRAFTED (WVR LVL. 61) / NORLAISE - ISHGARD - THE PILLARS (33,323 GIL) / MARKET BOARD

BOARSKIN RINGBANDS OF FLAMES
DYE: GENERAL-PURPOSE METALLIC GOLD
OBTAINED: CRAFTED (LTW LVL. 43) / DOMITIEN - OLD GRIDANIA (5,344 GIL) / MARKET BOARD

THAVNAIRIAN TIGHTS
DYE: GENERAL-PURPOSE METALLIC GOLD
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD

GAGANASKIN SANDALS OF HEALING
DYE: GENERAL-PURPOSE METALLIC GOLD
OBTAINED: CRAFTED (LTW LVL. 61) / NORLAISE - ISHGARD - THE PILLARS (19,994 GIL) / MARKET BOARD

RAKSHASA EARRING OF HEALING
OBTAINED: CRAFTED (GSM LVL. 70) / MARKET BOARD

BLACK WILLOW ARMILLAE OF HEALING
OBTAINED: CRAFTED (CRP LVL. 70) / MARKET BOARD

ASTRAL RING AND EMERALD RING
OBTAINED: CRAFTED (GSM LVL. 50) / MARKET BOARD



AQUAMAN

Arthur

Aquaman was born half-human and half-Atlantean to the name Arthur Curry. His brother–King Orm–had grown power-hungry over the advanced civilization known as Atlantis. With his vast army, Orm planned to conquer the remaining oceanic tribes. In the name of justice, Aquaman began a quest to find his father's trident, take down his brother, and quickly realized his destiny as the protector of the deep sea.









GEAR LIST

FOR ARTHUR



TRIDENT OF THE OVERLORD
DYE: GENERAL-PURPOSE METALLIC GOLD
OBTAINED: A DREAM FULFILLED (ANIMA RELIC QUEST)



URAEUS BODY ARMOR
DYE: GENERAL-PURPOSE METALLIC GOLD
OBTAINED: CRAFTED (LTW LVL. 50) / MARKET BOARD



REPLICA DREADWYRM VAMBRACES OF MAIMING
DYE: OCHU GREEN
OBTAINED: CRAFTED (ARM LVL. 60) / MARKET BOARD



AUGMENTED DRACHEN BREECHES
DYE: OCHU GREEN
OBTAINED: KAKALAN - MOR DHONA (DRACHEN BREECHES X1, DRACHEN ARMOR AUGMENTATION X2)



REPLICA DREADWYRM GREAVES OF MAIMING
DYE: OCHU GREEN
OBTAINED: CRAFTED (ARM LVL. 60) / MARKET BOARD



PROTOTYPE MIDAN NECKBAND OF FENDING
OBTAINED: SABINA - IDYLLSHIRE (TARNISHED MIDAN BOLT X1)





AVATAR

The Na'vi

Dedicated to the wildly popular movie by James Cameron, Avatar, this look features a male and female Keeper of the Moon dressed in the traditional tribal garments of the film's unique alien race: the Na'vi.









GEAR LIST

FOR MALE NA'VI



SOUTH SEAS TALISMAN
OBTAINED: DESYNTHESIS (CUL LVL. 50) / MARKET BOARD



BOARSKIN RINGBANDS
DYE: CHESTNUT BROWN
OBTAINED: CRAFTED (LTW LVL. 36) / DOMITIEN - OLD GRIDANIA (2,533 GIL) / MARKET BOARD



HEMISKIN BRAIS OF FENDING
DYE: CHESTNUT BROWN
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD



MOONFIRE CALIGAE
DYE: SHADOW BLUE
OBTAINED: CRAFTED (LTW LVL. 50) / MARKET BOARD









GEAR LIST

FOR FEMALE NA'VI



BLACK SUMMER HALTER
OBTAINED: AELINA - MOR DHONA (CASCADIER UNIFORM VOUCHERS)

KOPPRANICKEL ARMLETS OF CASTING
DYE: BARK BROWN
OBTAINED: NORLAISE - ISHGARD - THE PILLARS (19,994 GIL) / MARKET BOARD

EASTERN LADY'S LOINCLOTH
DYE: BARK BROWN
OBTAINED: MOG STATION

MOONFIRE SANDALS
DYE: SHADOW BLUE
OBTAINED: CRAFTED (LTW LVL. 50) / MARKET BOARD

AURUM REGIS NECKLACE OF CASTING
OBTAINED: CRAFTED (GSM LVL. 59) / MARKET BOARD

Breakfast AT TIFFANY'S

Holly Golightly

Take a stroll, bring your breakfast, and adore the finer things in life! With this glamour inspired by the classic film Breakfast at Tiffany's, you are sure to embody the grace and style of a socialite, and perhaps even find love along the way.









Gear List

FOR HOLLY GOLIGHTLY

ENDLESS SUMMER GLASSES
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: FUTURE MOG STATION ITEM

HEMPEN CAMISE
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: CRAFTED (WVR LVL. 3) / MAISENTA - NEW GRIDANIA (59 GIL) / MARKET BOARD

WITCH'S GLOVES
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: MOG STATION

SPRING SKIRT
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: CRAFTED (WVR LVL. 50) / MARKET BOARD

FAERIE TALE PRINCESS'S HEELS
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: MOG STATION

SKALLIC NECKLACE OF HEALING
OBTAINED: THE DROWNED CITY OF SKALLA

CARBORUNDUM EARRING OF HEALING
OBTAINED: GELFRADUS - RHALGR'S REACH (1 SIGMASCAPE BOLT)



INDIANA JONES

DR. JONES AND SHORT ROUND

Based on Lucasfilms' classic series Indiana Jones, these glamours depict the looks of Indiana Jones and one of his most beloved sidekicks: Short Round from Indiana Jones and the Temple of Doom. Only don this gear if you are ready to take your adventure to a whole new level!





GEAR LIST

INDIANA JONES



GAGANASKIN HAT OF AIMING
DYE: MOLE BROWN
OBTAINED: CRAFTED (LTW LVL. 61) / NORLAISE - ISHGARD - THE PILLARS (19,994 GIL) / MARKET BOARD

BUCCANEER'S SHIRT
DYE: SNOW WHITE
OBTAINED: DZEMAEL DARKHOLD / MARKET BOARD

EXTREME SURVIVAL SLOPS
DYE: ALDGOAT BROWN
OBTAINED: CRAFTED (WVR LVL. 35) / MARKET BOARD

FALCONER'S BOOTS
DYE: MOLE BROWN
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD







GEAR LIST

SHORT ROUND



MILLMASTER'S CAP
DYE: SNOW WHITE
OBTAINED: CRAFTED (WVR LVL. 60) / MARKET BOARD



FLANNEL SUSPENDERS
DYE: ALDGOAT BROWN
OBTAINED: CRAFTED (WVR LVL. 60) / MARKET BOARD



EXTREME SURVIVAL SLOPS
DYE: MOLE BROWN
OBTAINED: CRAFTED (WVR LVL. 35) / MARKET BOARD



ALA MHIGAN SHOES OF CRAFTING
DYE: SHALE BROWN
OBTAINED: CRAFTED (LTW LVL. 70) / MARKET BOARD



The Princess Bride

Princess Buttercup

Born and raised a peasant, Buttercup fell in love with a young farmhand named Westley. After he set sail, she had heard rumors of his ship being sunk by the Dread Pirate Roberts. She waited for him for five years, hoping he would come back. After realizing he may never return, she reluctantly agreed to marry the not-so-charming Prince Humperdinck, but was kidnapped by three outlaws before the ceremony could take place. In the end, she was rescued by her true love, Westley, who had inherited the title of Dread Pirate Roberts himself.









GEAR LIST

FOR PRINCESS BUTTERCUP



FAERIE TALE PRINCESS'S TIARA
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: MOG STATION



RUBY COTTON CHASUBLE
DYE: ICE BLUE
OBTAINED: CRAFTED (WVR LVL. 63) / MUTO - KUGANE (34,630 GIL) / MARKET BOARD



FAERIE TALE PRINCESS'S LONG SKIRT
DYE: ICE BLUE
OBTAINED: MOG STATION



FAERIE TALE PRINCESS'S HEELS
DYE: ICE BLUE
OBTAINED: MOG STATION



KOPPRANICKEL EARRINGS OF HEALING
OBTAINED: CRAFTED (GSM LVL. 63) / URAKE - KUGANE (15,741 GIL) / MARKET BOARD



SIN CITY

FOR LADY IN RED & PI GUY

It had been a long night already in this city of sin. Those damn moogles had been up to their same old tricks, and now my gut was telling me that it was far from over. With this broad in red standing before me, there were only two ways this could go: either she would invite me in for coffee–which I doubted–or my gun had someone's name on it. One thing was for certain: this night was far from over...









GEAR LIST

FOR LADY IN RED



CASHMERE ROBE OF HEALING
DYE: DALAMUD RED
OBTAINED: CRAFTED (WVR LVL. 50) / MARKET BOARD



VANYA GLOVE OF HEALING
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: CRAFTED (WVR LVL. 50) / MARKET BOARD



TAFFETA LOINCLOTH
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: CRAFTED (WVR LVL. 50) / MARKET BOARD



HIGH HOUSE HALFBOOTS
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD









GEAR LIST

FOR PI GUY



ADAMANTITE REVOLVER
OBTAINED: ELBERT - ISHGARD - FOUNDATION
(29,858 GIL) / MARKET BOARD



MUN'GAEK HAT
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: MOG STATION



BOHEMIAN'S COAT
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: MOG STATION



FINGERLESS LEATHER GLOVES
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: CRAFTED (WVR LVL. 60) / MARKET BOARD



EXPEDITIONER'S KECKS
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: CRAFTED (WVR LVL. 60) / MARKET BOARD



BEST MAN'S GAITERS
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: CRAFTED (LTW LVL. 50) / RIANNE - UL'DAH - STEPS OF NALD (6,000 GIL) / MARKET BOARD

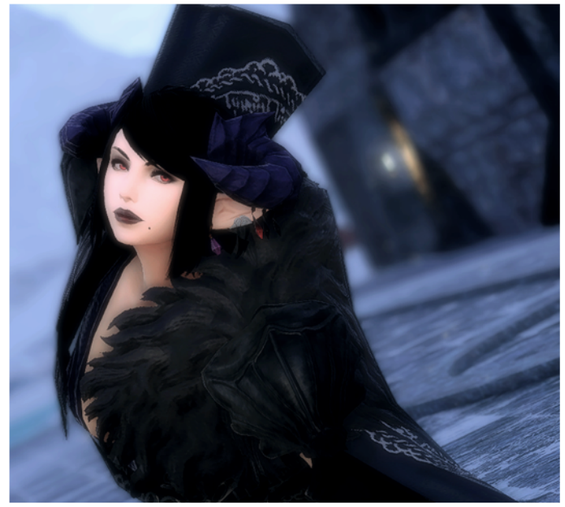


fan plan

featuring Lilith Lovecraft of Balmung









Head: Demonic Horns
Dye: Gloom Purple

Body: Scylla's Robe of Casting

Arms: Demonic Gloves

Legs: Bunny Chief Tights

Feet: Makai Priestess's Longboots
Dye: Soot Black

Earrings: Iolite Earrings

"My inspiration is one of my favorite villainesses: Maleficent. She is the epitome of power and grace, and I have always loved her character design."





The NOMADIC Theater

Written By
Medesa Morrigan





A Brief History of

THE MAJESTIC THEATER COMPANY

You find yourself in Kugane once more: the scents of various food stalls and misty wind coming off of the sea fill your nostrils as you make your way through the colorful city.

The streets are bustling with life;

men carrying large crates to the piers nearly knock you over and small clusters of people seem to be discussing the current events within the vast city. Traveling merchants attempt to sell you useless trinkets or gear to aid you on your journey throughout Hydaelyn, but one crier just past the bridge catches your attention.



“Come one! Come all! The Empire’s most esteemed Majestic Theater Company is now opening their curtains once more for the general public!”

The crier calls out, their voice lively and hopeful.

“Come see the greatest story ever told: The Zodiac Brave Story! You shan’t be disappointed!”

Your reasons for traveling this far east are suddenly driven out of mind as you make your way to the airship docks on a quest to uncover what was advertised as the greatest show on earth.

HUMBLE BEGINNINGS

A singular man's dreams of telling tales across all of Hydaelyn became reality with the formation of the Majestic Theater Company. The very dreamer who created these theatrical productions—who would be remembered for centuries to come—is named Jenomis cen Lexentale. His works are now performed across the globe by his traveling troupe; their stories engrossing the masses so deeply that even nationalities fade upon the opening line.

Jenomis cen Lexentale began to follow his dreams during his early days at Garlemald's prestiged Magitek Academy. What had started out as a mere hobby to his peers, eventually grew into his unforgettable legacy. That so-called hobby eventually led to his dropping out of the academy after two summers, and enabled him to put forth all of his efforts into writing.





Jenomis cen Lexentale



At first he gathered a small group

to perform one of his original works and it was quite the success for someone so new to the arts. They entertained the masses with a large variety of drama which included: tragedy, comedy, classic to modern adaptations, monodrama, and even musicals. Within a few short years, his writing was critically acclaimed by scholars and audiences alike. Droves of people came to his company's shows (some even booking their seats years in advance). Yet, entertaining the masses was only the beginning.





Not long after his hard-earned work gained the popularity of his country, Garlemald's Emperor, Solus zos Galvus, requested the presence of Jenomis within his hallowed halls. Having been entranced and impressed by the Majestic Theater Company, he provided to them the Prima Vista—an airship quite unlike any other—and granted them permission to venture the world to perform. Their journey from Garlemald would only come to pause after docking in Kugane, where a certain someone gives them reason to stay.



Meeting the **Majestic Theater Company:**







It was in Kugane where the Warrior of Light met the company,

and began helping them uncover the truth behind Jenomis' latest work and family legacy: The Zodiac Brave Story. At the beginning of this adventure, it is made known that many of the troupe had abandoned Jenomis due to strange happenings which began after the rediscovery of Ivalice.

Once a prospering country,

war ravaged its countryside, and eventually rendered it undone. Now, that land is merely a memory—danger lurking within and without every crevice and ruin in its former borders.

Interested in learning more?

Travel to Kugane yourself, Warrior of Light, and help Jenomis and his troupe truly retell the greatest story ever told.







GPOSERS MONTHLY CONTEST WINNERS

DIRECTOR'S CUT

Lights, camera, action! We wanted to see the Director's Cut of a movie made by you. Everyone showed off compelling and impressive scenes in their screenshots which looked straight out of a movie. Now, without further ado, the award for Best Director's Cut goes to...

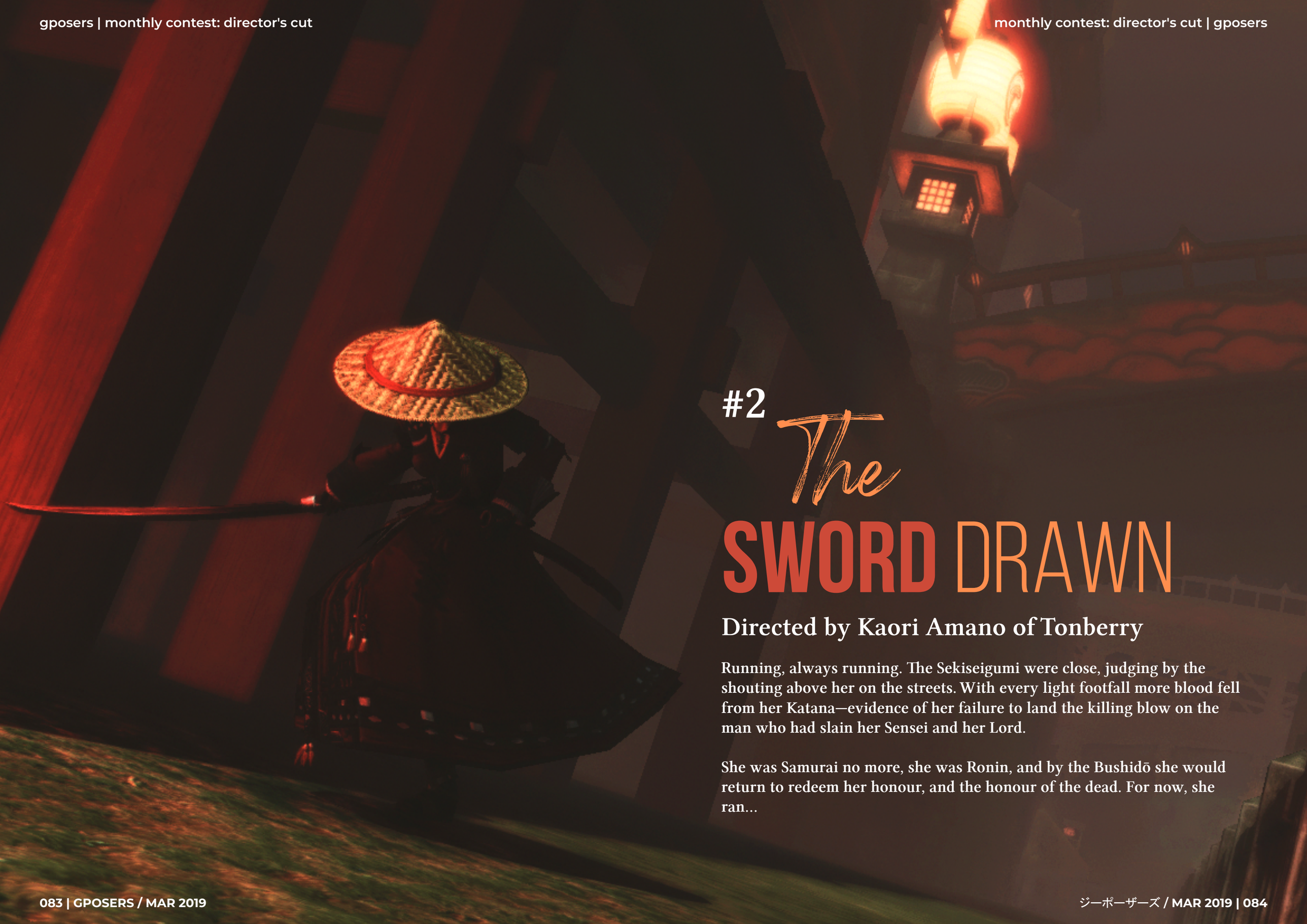
#1

Under the SPOTLIGHT

Directed by Falala Arara of Tonberry

This is a mistake, I shouldn't...should not be here" says Rodi as he tries to come up with a way to escape the mess he got himself into. As he gazes upwards from the place he fell from, a single thought enters his mind.

"No...this is what I need!". He turns to look at the machina city before him. "A chance for me stand taller. A story worth telling, the biggest scoop since the 7th Umbral Calamity!"



#2

The SWORD DRAWN

Directed by Kaori Amano of Tonberry

Running, always running. The Sekiseigumi were close, judging by the shouting above her on the streets. With every light footfall more blood fell from her Katana—evidence of her failure to land the killing blow on the man who had slain her Sensei and her Lord.

She was Samurai no more, she was Ronin, and by the Bushidō she would return to redeem her honour, and the honour of the dead. For now, she ran...

monthly contest: director's cut | gposers



#3

TREASURE HUNTERS

Directed by Yumi Skade of Ragnarok

Four days have passed since Yumi found an old map in her family's basement. A map that could bring it's bearer to the "Shining Jade", coveted by people of power for hundreds of years.

When Yumi arrived at the ancestral region of Dravania to find the location, she bumped into the brotherhood "Pro Reliquiae", guardians of the ancient artifact. They tried in all ways to truncate the plans to recover the Shining Jade and kill Yumi, but things did not work well for them, and Yumi managed to escape with the treasure...by the skin of one's teeth.

NAME: Ryare Thaelin
SERVER: Lamia
BIRTHDAY: March 1st
DEITY: Rhalgr the Destroyer

NAME: Tayang Mol
SERVER: Mateus
BIRTHDAY: March 10th
DEITY: Azeyma the Warden

NAME: Kiruu Joniss
SERVER: Malboro
BIRTHDAY: March 16th
DEITY: Halone the Fury

NAME: V'yanda Khilo
SERVER: Mateus
BIRTHDAY: March 1st
DEITY: Azeyma the Warden

NAME: Cinnamon Strudel
SERVER: Lamia
BIRTHDAY: March 11th
DEITY: Menphina the Lover

NAME: Kano Next
SERVER: Lamia
BIRTHDAY: March 22nd
DEITY: Menphina the Lover

NAME: Tzeroxel Kagon
SERVER: Siren
BIRTHDAY: March 3rd
DEITY: Rhalgr the Destroyer

NAME: G'thro Reddia
SERVER: Mateus
BIRTHDAY: March 11th
DEITY: Oschon the Wanderer

NAME: Lias Ahrwyn
SERVER: Balmung
BIRTHDAY: March 23rd
DEITY: Menphina the Lover

NAME: Lilac Moon
SERVER: Mateus
BIRTHDAY: March 4th
DEITY: Menphina the Lover

NAME: Shenova Shadowheart
SERVER: Odin
BIRTHDAY: March 11th
DEITY: Nymeia the Spinner

NAME: Izayoi Ishikawa
SERVER: Mateus
BIRTHDAY: March 24th
DEITY: Halone the Fury

NAME: Kiyo Molkoh
SERVER: Jenova
BIRTHDAY: March 6th
DEITY: Llymlaen the Navigator

NAME: Neneko Neko
SERVER: Ragnarok
BIRTHDAY: March 13th
DEITY: Azeyma the Warden

NAME: Bright Dancer
SERVER: Zodiark
BIRTHDAY: March 25th
DEITY: Azeyma the Warden

NAME: Non Chalant
SERVER: Cactuar
BIRTHDAY: March 6th
DEITY: Rhalgr the Destroyer

NAME: Milos Vesley
SERVER: Mateus
BIRTHDAY: March 14th
DEITY: Nald'thal the Traders

NAME: Seryu Royale
SERVER: Coeurl
BIRTHDAY: March 26th
DEITY: Azeyma the Warden

003 BIRTHDAYS

NAME: Titania Dragonslayer
SERVER: Zodiark
BIRTHDAY: March 30th
DEITY: Menphina the Lover

HAPPY BIRTHDAY!





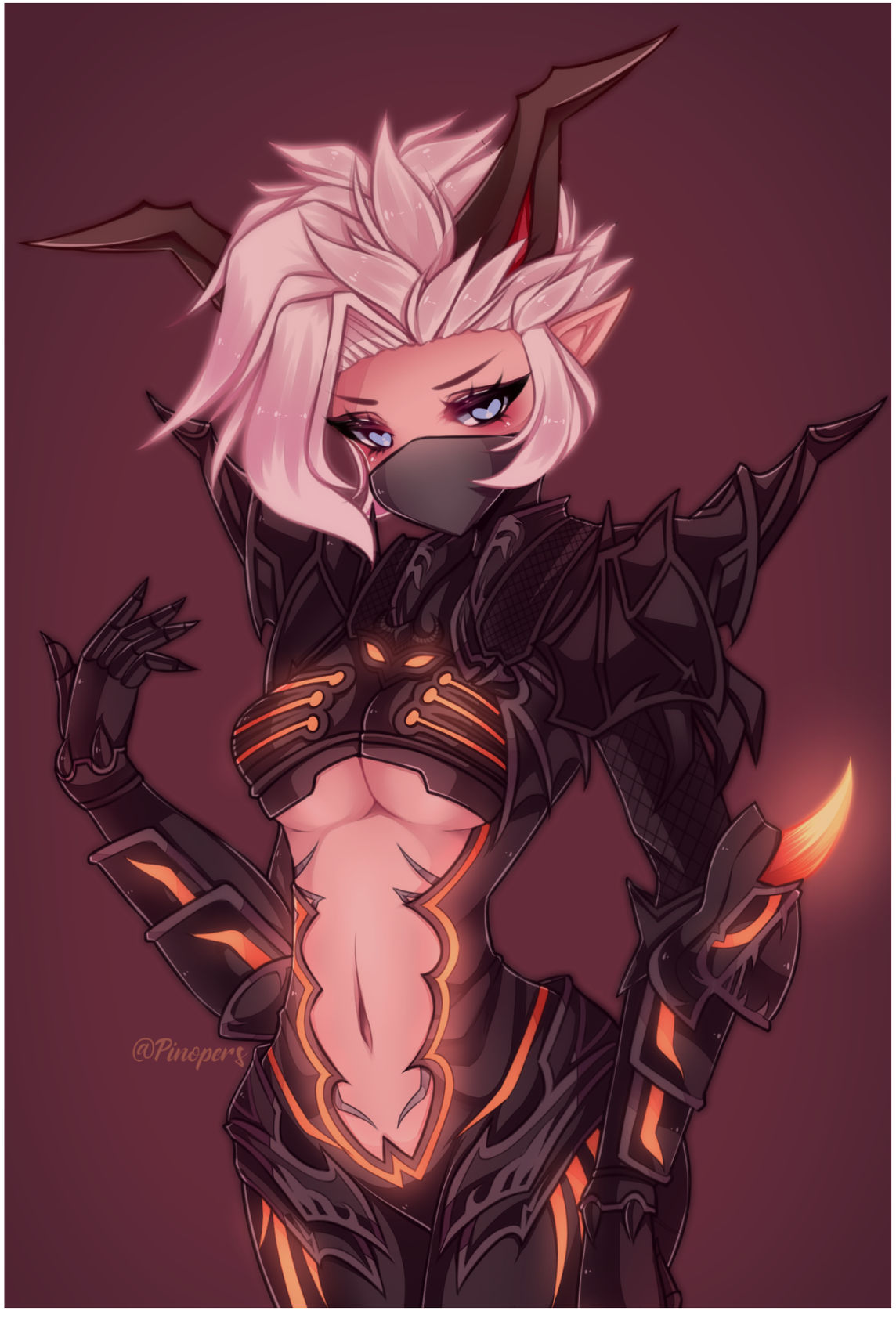
THE ARTISTIC CREATORS OF FFXIV

PINOPY

ARTIST SHOWCASE

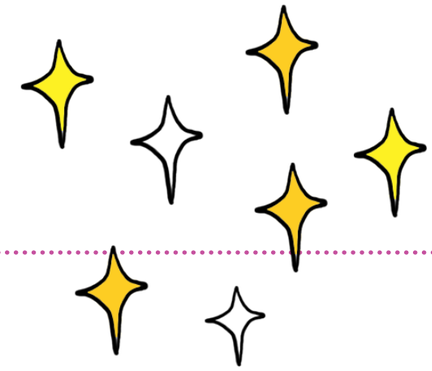
@Pinopers

Pinopy#9181









Q: How long have you been making art?
I've been drawing digitally for 9 years.

Q: What motivates you to draw?
Looking at other people's amazing artwork and wanting to do the same.

Q: What do you love to draw the most?
Other people's characters because it makes both me and them happy.

Q: Are you currently accepting commissions?
Yes, I am. My prices are here: https://twitter.com/Pinopers/status/1102108723609247744

Q: What is the inspiration behind your art?
I really love cute things, so my art style is cutesy for the most part.


@Pinopers


PINOPY

Community INTERVIEWS

Papuj & Yurian



PAPUJ NINEK

SERVER: MOOGLE

Marot Satil: Another issue means another set of interviews, and you're first in line. Why don't you get us started by introducing yourself?

Papuj Ninek: Alright! I'm Papuj Ninek, and I play on the Moogle server, which is on the Chaos data center. I'm part of a little FC called Litterbox and I main machinist. I've been playing Final Fantasy XIV since early Heavensward, being fully caught up when 3.3 was newly launched. From day one I loved this MMO, and it doesn't look like it's changing any time soon.

Marot: I'd call that a running start, even. Now that we know a bit about you, what does the mysterious Papuj enjoy doing in-game?

Papuj: Honestly, a bit of everything. Doing content; from doing my daily roulettes to more complex content—like the Savage raids. I also like hanging out with my friends and FC whenever possible and, of course, taking screenshots whenever I get the chance to.

Marot: A jack of all trades, fair enough. Now you mentioned machinist already, but are there any other jobs or classes you favor?

Papuj: I'm comfortable with bard as well, especially after the Stormblood changes. On the tanking side, I usually favor warrior or dark knight. Unfortunately, I'm not a really good healer, so I don't really play them.

Marot: Can't say I agree with you on the dark knight front, but including warrior there has redeemed you in my eyes. Now onto the topic of screenshots: is there any area or locale you're particularly fond of?

Papuj: That's a hard question...but if I had to choose, it would be The Azim

Steppe. I love that it is such an open area, and I still find it so interesting. I also like Kugane a lot; it's really well-designed and it's usually my spot of choice for screenshots in more urban areas.

Marot: So The Great Khagan Papuj likes to vacation in Kugane. Next up: what are your thoughts on Gpose itself?

Papuj: Gpose is such an amazing and unique tool. I honestly never saw any screenshot feature so complete as it is! You can control each character individually, change the point of view, add lights, filters, frames, and so much more. It's such a well-built feature and it takes out the frustration of having to time your shots because you can control the timing yourself. I really hope Gpose continues to be developed further and further by Square Enix because it is one of the best features the game has to offer.

Marot: Given all of the feedback I keep hearing in the same vein as yours, I don't doubt that they will. Now that we've talked about Gpose, let's talk about GPOSERS! How'd you find out about our community?

Papuj: Mainly through Twitter. I saw some people retweet stuff from the account and screenshots with the GPOSERS hashtag, and I ended up following it and joining the Discord. Made a small introduction post, but as the shy bean I am, I never really talked much. Also took me a while to gain the courage to post my first screenshot with the hashtag, but it got so much love that I use it all the time now.

Marot: And we're certainly happy to have you as an active member. Do you have any thoughts about the community itself that you'd like to share?

Papuj: It's amazing. A group of people that come together for their love for the game itself, but more specifically for screenshots and Gpose. Since I'm a really shy and closed person, having me open up and speak is usually not easy. But the community was so welcoming and heartwarming that I feel comfortable just being open and being myself in it. So yes, it's an amazing and really welcoming community.

Marot: Splendid! Hopefully you have such generous feedback for the magazine, as well?

Papuj: I love the magazine so much! First of all, the design is top tier. Everything feels so organized, beautiful and appealing to the eye, and the contents of the magazine are always interesting. I always look forward to the Photosmith



section, because it's always nice to get some tips and tricks on how to improve at the Gpose endgame, and the interviews, be they involving the community, staff members, or otherwise. It's always nice to get to know people a bit better.

-Papuj

Marot: And now you yourself get to be in the spotlight; funny how that works. How would you say our staff have been?

Papuj: The staff is built with kind, dedicated and helpful people. Available to help whenever possible, and from what I've seen it looks like everyone is knowledgeable about the functions they have. There are no complaints from my side, so— yeah, the staff is really well-built.

Marot: Last one then, per tradition: is there anything you'd like to say to the other fine folks reading the magazine?

Papuj: Hmm... one thing is to not give up easily on things. I see so many people that get discouraged in so many communities, but things take practice and time. Of course, that includes screenshots, so keep trying and learning. Everyone in the community is welcoming. If you ask, people are willing to help. And of course, keep enjoying the game as you want because XIV has something for everyone! Really, it does.





Yurian Valliere

SERVER: MATEUS

Marot Satil: The title of this issue is Movie Night, and who better to interview than someone who makes movies themselves? But it's not my job to introduce you, so tell us a bit about yourself, eh?

Yurian Valliere: Hi! My name's YurianBey (also known as Yurian Valliere in-game). I've been playing Final Fantasy XIV since 2014, and only very recently got into Gpose 6 or so months ago. It was when I found out that ReShade added a sense of realism to the way lighting functioned that I really got hooked! I've had a Gpose addiction ever since! On the other hand, in real life I am an aspiring filmmaker and wedding videographer. I thought to myself: what better way to make use of these skills than to start making videos! So, two months ago I made my very first video: a Final Fantasy anime opening. Since then I've been accumulating a giant list of ideas for future video projects.

Marot: Sounds like you've been busy! What world can people typically find you on?

Yurian: My home world is Mateus! It is a roleplay server, and part of what inspired me to start making videos was the aspiration of making roleplay stories come to life!

Marot: Fair enough. You mentioned screenshots, recordings, roleplay stories, and so forth. Is there anything you don't do in-game?

Yurian: Contrary to popular belief, despite being hugely into writing stories and such (and like I said, "wanting to see roleplay stories come to life"), I myself do not roleplay—at least I very seldom do.

Marot: You don't consider yourself much of a raider, then?

Yurian: Not a hardcore one, at least. I probably spend more time in Gpose

than anything else in-game.

Marot: You and many, many others. Do you have a favorite job or class?

Yurian: Paladin! Yurian is a character that I've sort of conceptualized long before I started playing XIV. I've always imagined him to be a white-haired and white-armored paladin, and the overall aesthetic quality he has matches paladin the best!

Marot: Sounds like the sollerets fit. Speaking of favorites, are there any zones or locales you particularly enjoy?

Yurian: My favorite places in the game include: South Shroud, Quarrymill (the lighting there while under shade is amazing), Mor Dhona (several different colorful backgrounds, I'm able to get a variety of different shots there), and The Royal Menagerie (I found that the flowerbed textures in that area look the best, so I'm able to get those photo-realistic looking flowers for my shots).

Marot: Aside from The Royal Menagerie which seems to be a crowd favorite, Quarrymill is an unorthodox but solid pick I'd say. Now, how do you feel about Gpose itself?

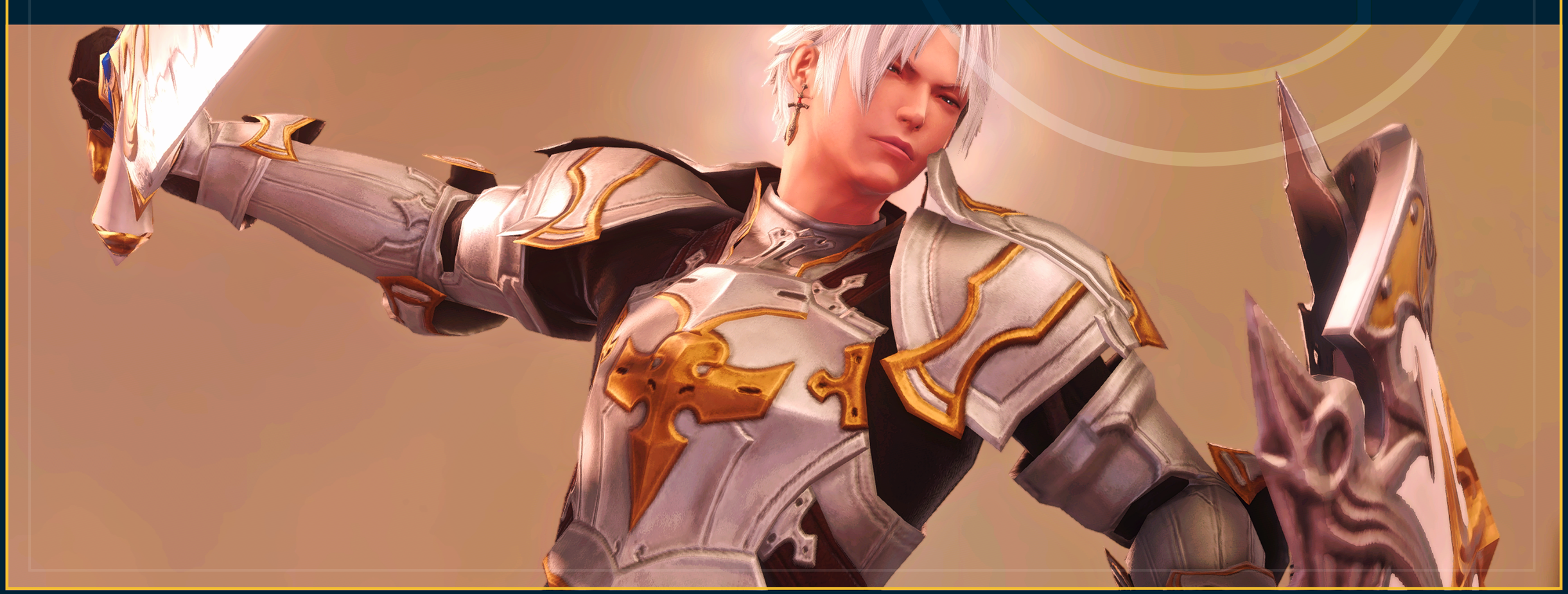
Yurian: Gpose is probably my favorite part of the game. Without it, I probably would not have an endgame—but regarding Gpose itself, it's definitely far from perfect. Some improvements in future updates that might make our lives easier could be a free camera which allows actual movement rather than stationary movement when toggling the walk or run animations, and most importantly allowing us to toggle different job abilities within Gpose without having to attack a mob every single time. I think these things would make our lives infinitely easier in Gpose!

Marot: Solid feature requests, I'd say. Regarding the GPOSERS community now: how'd you find out about us?

Yurian: I guess a little bit earlier on in my Gposing career I did a little bit of Discord community server hunting, and there you guys were!

Marot: Works for me! Do you have any thoughts on the community itself that you'd like to share?

Yurian: I think GPOSERS is a great community with plenty of unique and talented people! I also think with the recent release of GShade, this community has allowed ReShade to become more accessible to more people—and I can only see more accomplishments being made in this community in both the near and distant future!



Marot: Now now, you're going to make the staff blush...but why stop now? How about your thoughts on the magazine?

Yurian: I think the magazine is exceptionally well-presented and shows a little bit of every aspect of what's great about XIV, something I personally really love about it! My favorite part is seeing all the work from all the talented Gposers (no pun intended) in this great community!

Marot: I'm glad to hear all of our work has paid off, to be sure. Last one and then you're free! Is there anything you'd like to say to the community, as well as everyone outside of the community who is reading this?

Yurian: All I've got to say is, "everyone out there has got a talent". I've always wanted to make huge blockbuster movies, and I never once thought about doing something in a different medium. Ever since I started making videos in XIV, I no longer see a reason to stop. So, my only advice to anyone who might be reading this is: apply your talent, because everyone's got one! And one day you'll realize that you're not doing this for fame or recognition, you're doing this because you love it!

-Yurian



Hidden Gems

of Hydaelyn

The Royal Promenade

UL'DAH - STEPS OF THAL - HUSTINGS STRIP (11, 12)

As the path which leads to the Fragrant Chamber—the audience chamber of the Sultanate—the Royal Promenade once served as a waiting chamber for those seeking audience. Now, with the Syndicate mostly in control of Ul'dah, it remains mostly disused save the occasional political summits and parties.

The Hermit's Hovel

OUTER LA NOSCEA (15, 10)

While few know who owns this isolated and remarkably homely shack at the precipice of a sheer cliff face, it has hardly stopped them from enjoying the nearby hot spring, the view, and the goosefeather bed.

The Chrysalis

THE CHRYSALIS (1, 1)

A most unusual location in a truly inhospitable locale beyond the bounds of Hydaelyn, The Chrysalis is presumed to be a location in The Void—also known as the 13th Shard—where the most powerful of Ascian-kind seem ever eager to meet.

Staff INTRODUCTIONS

Moh, Johnni, Aztral, & Hatash

AZTRAL OKAMI

DESIGNER
SHIVA

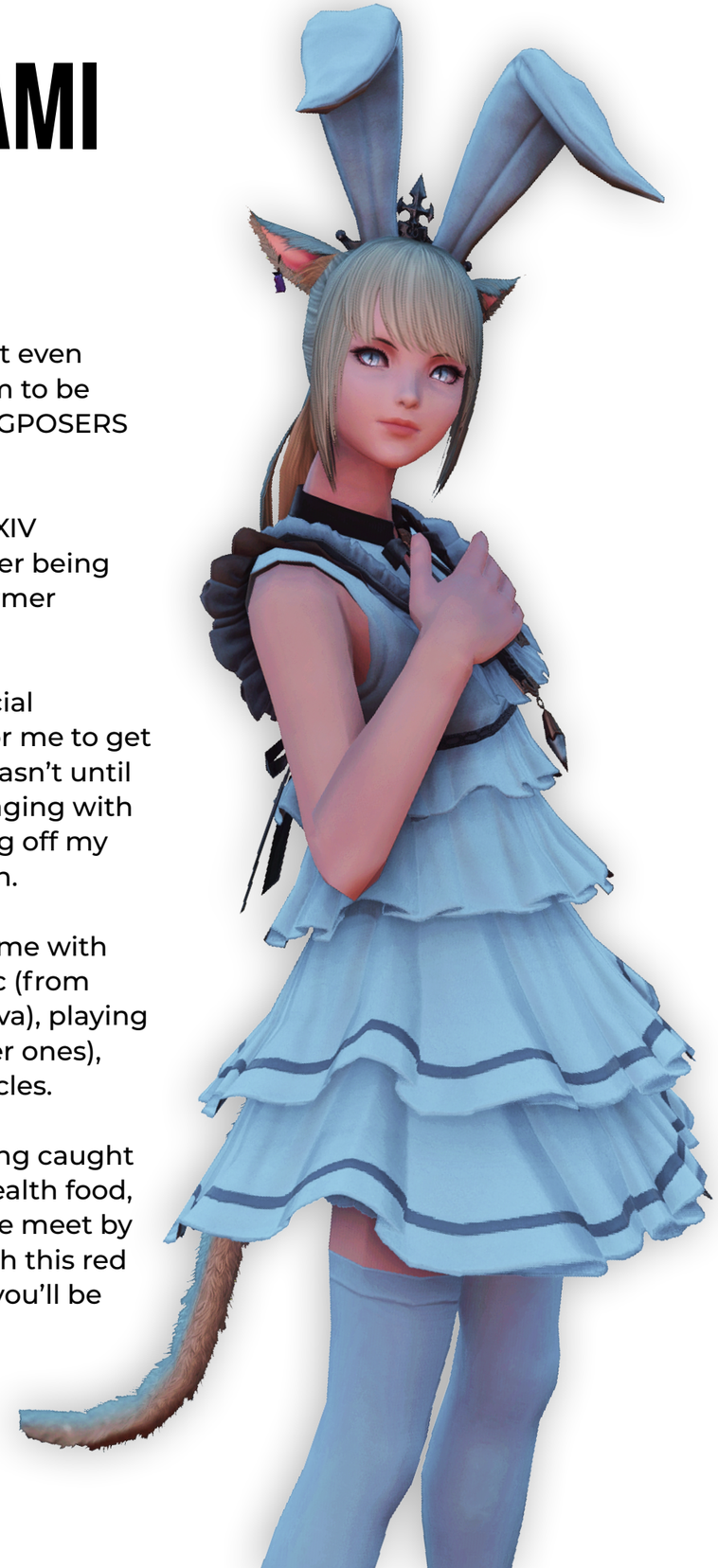
Hey everyone, Aztral here! I can't even begin to explain how hyped I am to be working as a designer with the GPOSERS team!

I've been playing Final Fantasy XIV since around the time of 2.0, after being introduced to the game by a former college classmate of mine.

While some might call me a social butterfly due to how easy it is for me to get comfortable around others, it wasn't until very recently that I started engaging with the XIV community and showing off my love for photography and design.

My hobbies include spending time with my loved one, listening to music (from metal to k-pop to jazz/bossa-nova), playing video games (mainly multiplayer ones), designing, and driving motorcycles.

I also like piña colada, and getting caught in the rain. I'm not much into health food, but I like fresh champagne. If we meet by tomorrow noon, and cut through this red tape, at a bar called O'Malley's, you'll be awesome for recognizing this.





MOH NIFLHEIM

PHOTOGRAPHER
CERBERUS

A new challenger approaches!

Hey, Moh has arrived!

I am also known as Moh Niflheim and I joined GPOSERS as a photographer. It's great to be part of the team and to do things I love.

I started playing Final Fantasy XIV in 2016. At first I didn't really like that much, because at the beginning it was pretty boring, but the graphics were always appealing to me. I played for a few days before quitting the game for a few months. I let some time pass until I decided to give the game another chance. I played until I hit max level (60 at the time), but back then I didn't know what else to do, so I took another break. When I came back this time around I tried raiding for the first time and enjoyed it a lot; I still do to this day. By now I'm part of two savage statics and a doggo farm group.

Besides that, I also take screenshots as you may already know. I found out about the GPOSERS community on Twitter and I knew in an instant that I needed to click that Discord link and join! Ever since that moment I've been happy to be a part of this awesome and helpful community, which has inspired me to take many of the pictures I have made, and it still motivates me to create more.

That was my little story, have a nice day!





HATASH HYRUNASHI

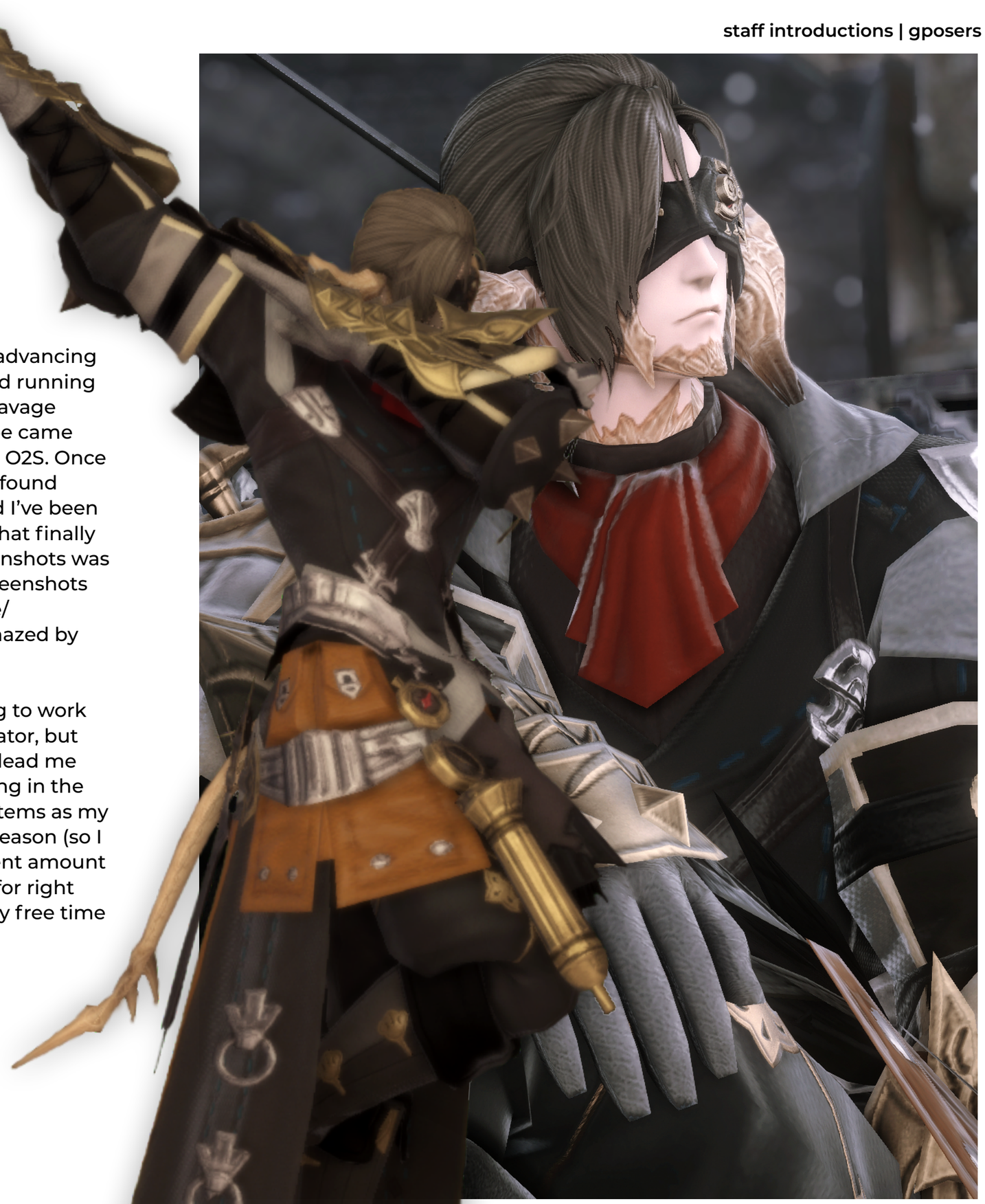
DESIGNER
HYPERION

Hi, I'm Hatash Hyrunashi from Primal/Hyperion! I was formerly a Midlander Hyur for a bit, but I switched to Raen Au Ra and have been stuck with it since! People mostly call me Hata (as some try to add some extra letters to the "sh" part of Hatash). I'm someone who simply enjoys playing video games, posting memes, photoshopping nearly anything, and decorating in certain games. I'm currently living in California and trying to deal with PST time (as most of my friends are either EST or beyond). Either I'm awake in time or I'm late.

I started playing Final Fantasy XIV at the end of Patch 3.57, which was when Stormblood was set to release in 2 weeks. My Pathfinder DM told me about it when I was playing Mabinogi, and as I am a fan of the MMO genre, I had to at least give XIV a try. After a few days of playing the trial, I already loved it far more than other MMOs I had played in the past. Basically, I had to rush bard to level 60 in less than a week via Palace of the Dead due to Stormblood coming out a week and a few days after so that I could enjoy the new content.

Mainly, I thought about advancing through the storyline and running raids. I started running savage content when Deltascape came out—only doing O1S and O2S. Once Sigmascape came out, I found myself a great static, and I've been with them ever since! What finally got me into taking screenshots was I saw players posting screenshots with or without Reshade/ Stormshade and was amazed by them! So I had to join in!

In real life, I was planning to work on becoming a 3D animator, but seeing that's starting to lead me nowhere, I will be enlisting in the Air Force with Client Systems as my MOS during the winter season (so I will be around for a decent amount of time before then). As for right now, I'm just enjoying my free time before that begins.



JOHNNI MAESTRO

EVENT TEAM / PROOFREADER
LAMIA

Howdy, y'all. I'm Johnni Maestro and I've joined the GPOSERS team. I'm so excited to be a part of staff as a proofreader and an event team member that I can't even begin to express my enthusiasm!

I played the original Final Fantasy XIV back when it first came out and decided that it wasn't for me. When I heard they were basically remaking the game, I got really excited because that meant that other people felt the same way that I did about how the game was handled. I hoped that they would do their best to make it something more enjoyable to the general populace. I finally got to buy A Realm Reborn in 2015 and I adored it, but eventually college got in the way of everything (music major life is a hard one). Now that I'm out of school as of late 2016, I've been a regular in the XIV community—and since joining the screenshot community, GPOSERS as well!

Speaking of—I joined GPOSERS on August 3, 2018. I remember saying to my good friend and FC leader Marot Satil that I think it would be awesome if we hosted an in-house cosplay tournament for our FC (which was called Guttersnipes at the time). I remember his exact words were: "Funny you should say that, because we're actually hosting a cosplay contest in a community we recently started." I joined GPOSERS, popped on a Zell cosplay, and never looked back.

You guys are probably curious what my plans are as an event team member. Well, let me tell you! I have some amazing, hands-on activities in store, such as th— (ERROR: Character limit reached).







THE PHOTOSMITH

DOUBLE FEATURE

WITH FREYA BLOODMOURNE

Hello GPOSERS! Freya Bloodmourne here once again with another Photosmith Guide! I am super excited to bring you this month's guide! This one is especially exciting as I've teamed up with Full-time Senpai and Yomigami Okami to bring you a double feature: Photosmith x Full-time Photoshop! We are going to take two images inspired by two great cinematic genres and break the process down step by step from staging and composition all the way to the full on effects building post-process. So kick your feet back, grab that popcorn, and let's dig in!



FEATURE ONE: THE GAZE

Our first image is inspired by love. A gentle gaze, tender embrace, soft smile, and warmer tones all play a part in creating a great romantic scene. Let's take a bit of a deeper look and break it down step by step.

STEP 1: STAGING & COMPOSITION

This step is the most time consuming, and probably the most difficult, as it builds heavily on subject placement and finding complimentary emotes. One of the most important things to stress: try each and every emote paying careful attention to the “in-betweens” of each animation. Couple them with a facial expression, and you are well on the way to creating a shot like this. The male’s embrace in this image was created by using /welcome followed with a /beam expression, and the female in the shot was posed with /shocked and a /simper expression.



These two do not initially seem to mesh, but I love how he seems to be pulling her closer, and she is hesitant but happy to be there. Like a young love beginning to blossom, this shot captures that feeling.

I chose a location with warmer, earthy tones, and the lights on either side frame the models. The branches of the trees also serve as guiding lines, drawing the eye into the center of the embrace.

STEP 2: LIGHTING

Once the difficult part of setting up the emotes is done, adding the lighting is next! The Gpose feature has 3 built-in lights, and I have used all three under a traditional photo and film strategy to illuminate the models brightly, and warmly.

LIGHT 1



I placed my fill light first—as I wanted to both gently light the male model's profile in the shot—but also to get a nice highlight on the female's hair and shoulders.



LIGHT 2

Light 2 is the primary source light and the female in the shot is the focus of the shot. Having her fully illuminated was the goal.



LIGHT 3

I usually dedicate my third light to highlighting, the one I always place behind my subjects to give some more dynamics and set my models out a bit from the background. The added effect to the tree branches also served to add more warmth to the scene as well!



FEATURE TWO: PREPARE YOURSELF

Action movies always have some great scenes. Heroes among the rubble preparing to face their adversary, steeling themselves for the battle to come. The first blow is launched and the fight begins! This was the inspiration behind this shot; Many thanks to Full-time Senpai, Minty Mathis, and the strong but elegant Azhi'li Ditreinu from Mateus for serving as Photosmith Freya's League of Extraordinary Miqo'te!

STEP 1: STAGING & COMPOSITION

Action scenes tend to be a bit darker, more contrasted, with a touch of cooler tones to convey a more intense feeling of danger. For starters, I chose a nice little spot outside of Camp Bluefog in Northern Thanalan. Every pose and placement was carefully selected to create triangles. Yes, I said triangles!



Creating these kinds of triangles within an image is a compositional method which draws your eye to specific points as you naturally view an image.

A warrior, ninja, monk, and dragoon were used here using Vengeance, Throwing Dagger, Fists of Fire, and Geirskogul respectively. The mountain range to the right and brick building to the left create more angles and strong guiding lines to the subjects in the center. The ground we are standing on also serves as another guiding line drawing the eye from the outskirts of the shot to the center.

STEP 2: LIGHTING

This shot also uses the three lights as mentioned before, but I set them up slightly differently as I needed to create an even lighting across the three different models.



LIGHT 1 & LIGHT 2

Both Light 1 and Light 2 serve as fill lights, but are set a bit brighter than normal. The desired effect was to create a bit more contrast between subject and background, and also to light myself and my friends better as this was shot at night.



LIGHT 3

Again, Light 3 was chosen as my highlight. I changed the color to blue to set my subjects apart from the background a smidge more.



PRO-TIP

Did you know you can turn off combat effects within the Gpose menu window? The toggle is located at the top right of the box. It's great to use when capturing shots like these.



CONCLUSION

There you have it, two scenes broken down step by step.

If you want to learn more inspiration and tips for your shoot, head on over to our Discord community to look up previous issues. We are an ever-growing community of creative minds, and even have a channel dedicated to asking questions regarding composition.

Thank you all for spending some time with me, and as always:
Happy Gposing!

Photosmith Freya

BUT WAIT, THERE'S MORE!

These breakdowns briefly touched on some photography skills which I've talked about more in-depth in previous guides. Here is where I hand off the finished images to Yomi and Senpai to work their Photoshop magic and take these images to the next level!

Full-time

PHOTOSHOP *with Senpai*

FEATURING YOMIGAMI OKAMI
& FREYA BLOODMOURNE





Color Grading



Difficulty Level: Beginner

When watching a movie, have you ever noticed how the colors in it are so perfectly tailored to fit the atmosphere of the overall film? For example, action movies tend to be cooler in tone as to keep you on the edge of your seat, while romance films are warmer to induce that warm fuzzy feeling inside. In this issue's Photoshop guide, my dear friend Yomi and I will be going over those very concepts! We'll show you how—with the help of adjustment layers—you can take your screenshots and make them look and feel as if they were stills from a movie!

Important Note: This Photoshop guide was made in collaboration with Freya "The Photosmith" Bloodmourne and his Photosmith guide! Be sure to read up on his guide first, as he'll teach you how to set up the shots we're editing.

That said, let's jump right into it with a cute romantic shot.

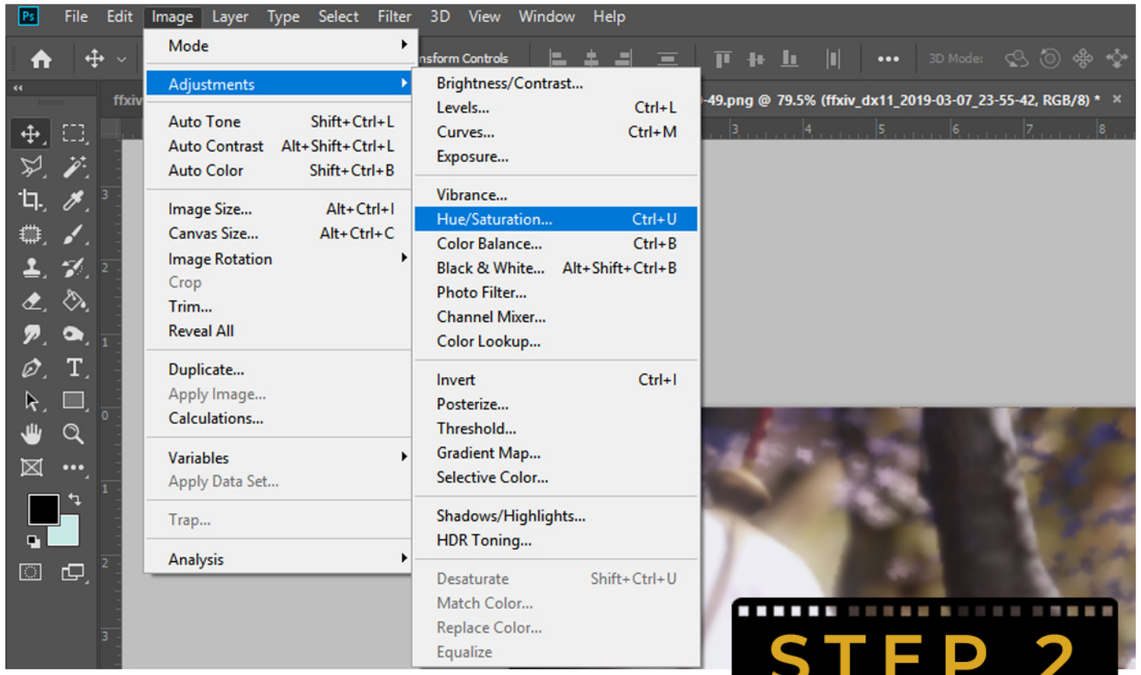
PART 1

Romance



STEP 1

We'll start by opening up our base image. Any couples shot will work, as our edits focus mainly on the overall color and tone of the image.

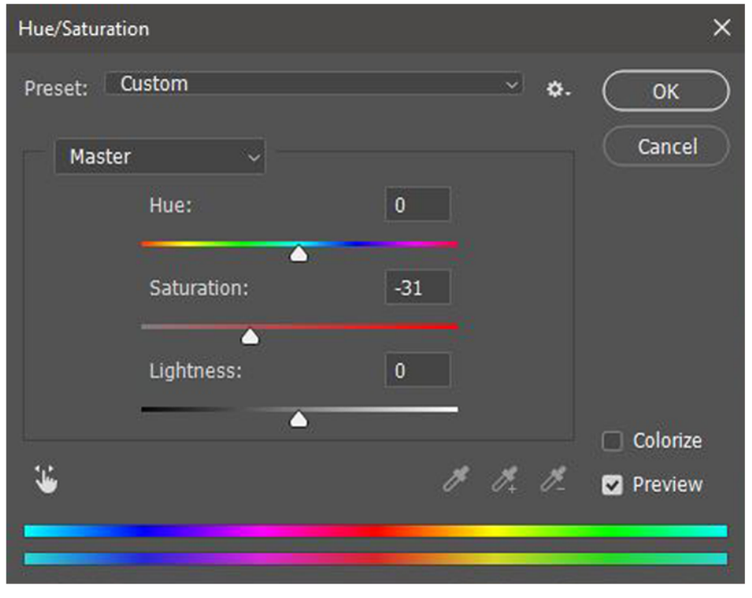


STEP 2

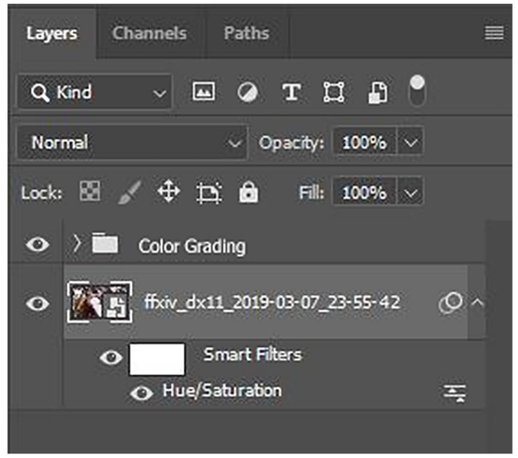
Next we'll need to neutralize the colors so that we may add our own without too much conflict. To do this, head up to the **Image -> Adjustments -> Hue/Saturation**.

STEP 3

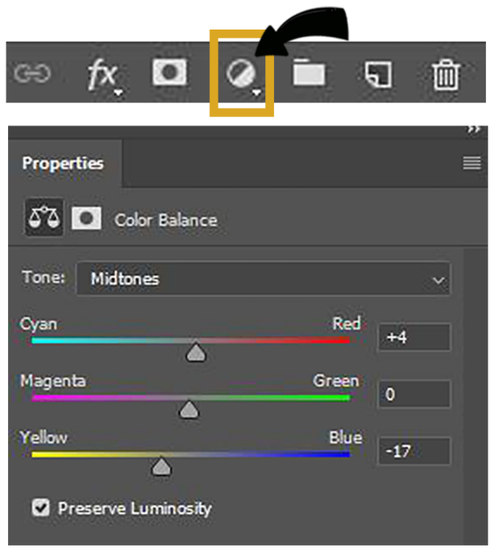
Time to desaturate the image! What this does is allow us to make the colors more muted, or less vibrant. With the **Hue/Saturation** menu that we just opened, **move the saturation slider back about 30 clicks**.



STEP 4



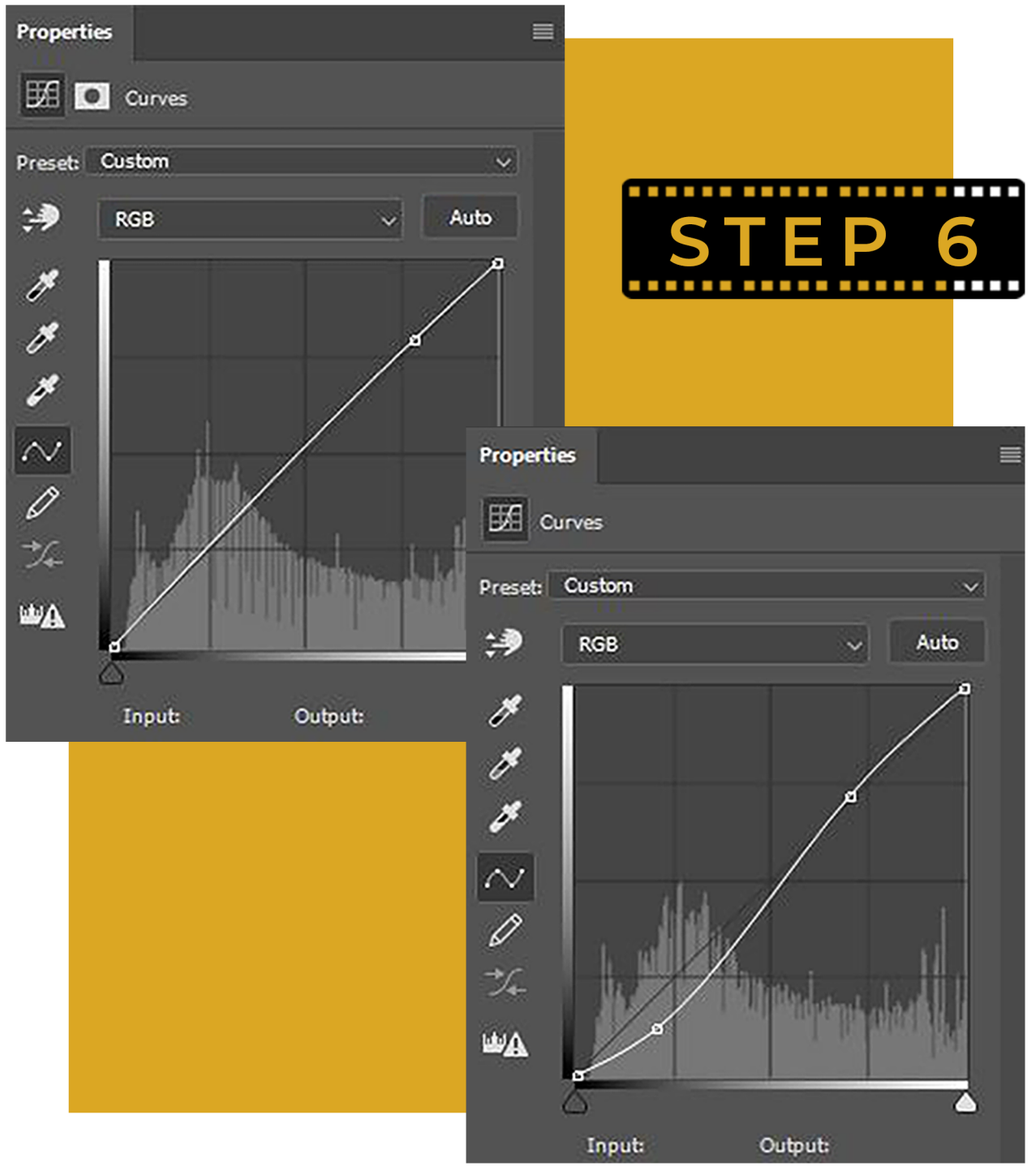
Make a group and name it “Color Grading”. This is for later, as it will help keep the adjustment layers organized. To do so, **go to Layer -> New -> Group**, or use the keyboard shortcut **Ctrl/Cmd+Shift+G**.



STEP 5

Create a new layer adjustment by going down to the half-filled circle in the layers panel at the bottom. Click on it and **select Color Balance from the popup menu**. Set the values to the ones Yomi provided, or whatever works best for your photo.

STEP 6



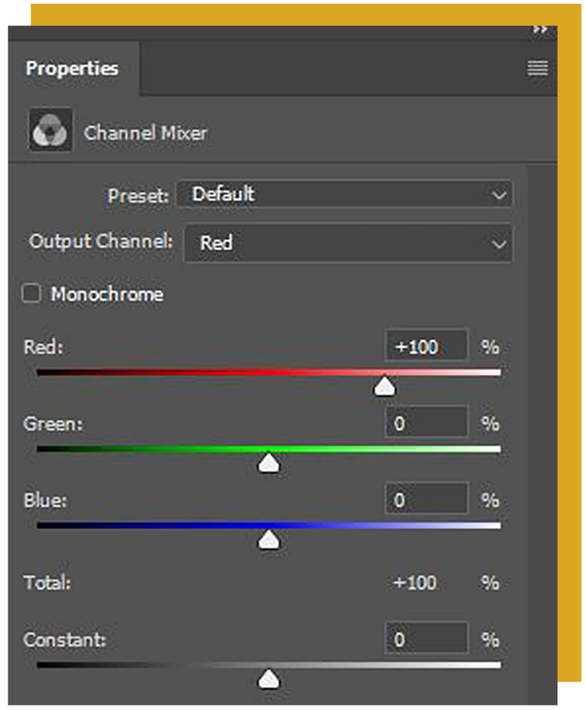
Time for more adjustment layers. **Add two Curves adjustment layers**, one adjusted to your preference, and the other adjusted to enhance the highlights of the image.

STEP 7

PROGRESS CHECK!



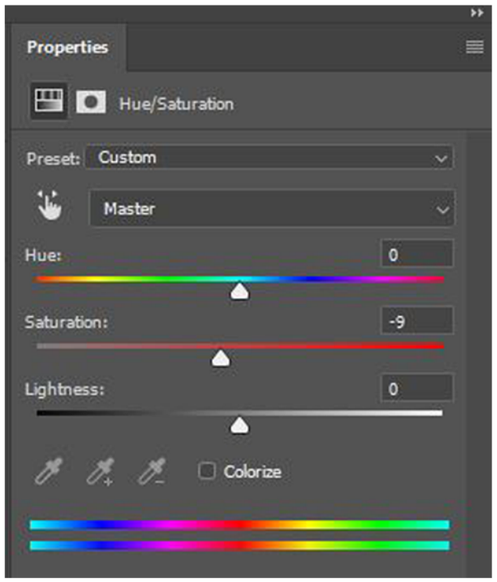
Your overall picture should feel warmer in color.

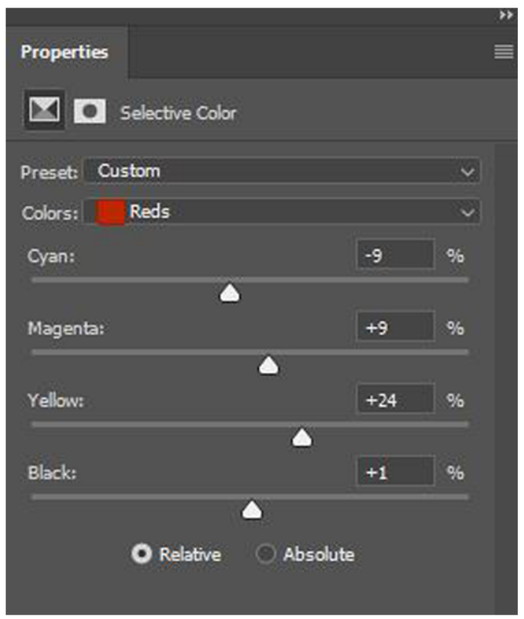


Make another adjustment layer. Select **Channel Mixer** and with the **“Output Channel” set to “Red”**, enhance the reds of the image to add even more warmth.

STEP 8

Add another Hue/Saturation adjustment layer and scale back the saturation just a bit. Yomi set it back 9 clicks, but set it to what you're happy with.

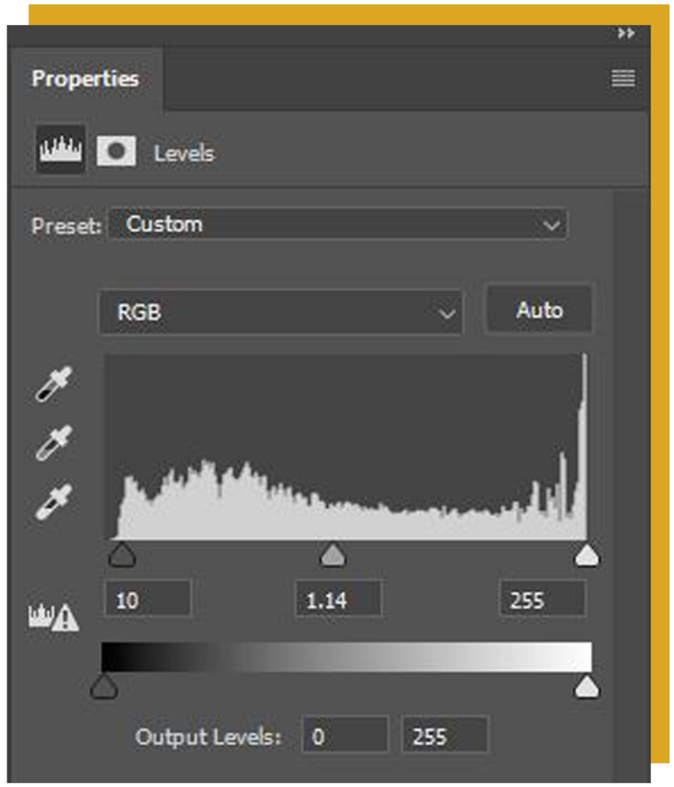




STEP 9

You guessed it! **Another adjustment layer**. This time, **use Selective Color, and make the reds and yellows stand out from the other colors**. Selective Color allows us to target a specific color range and adjust it, or even change it altogether. Make sure when adjusting, you change the "Colors" dropdown to "Reds".

STEP 10

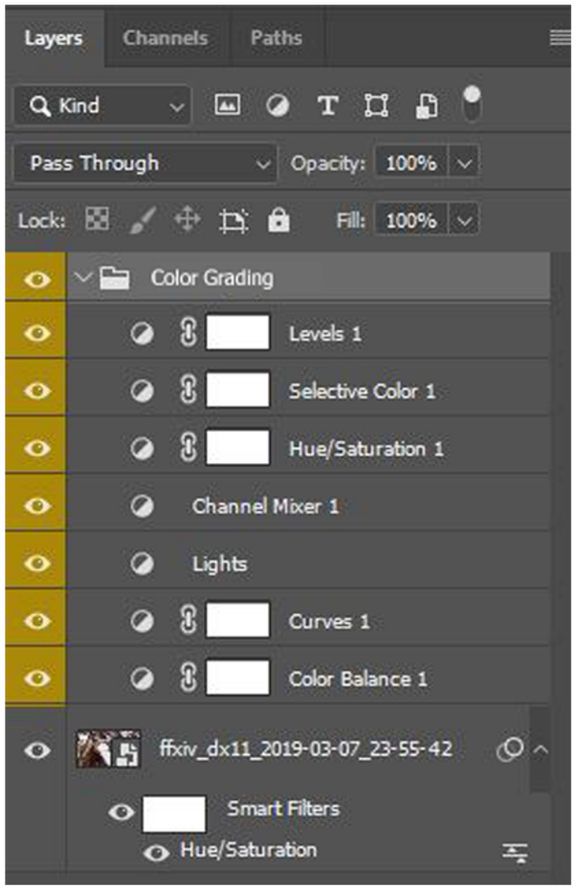


Finish it off with a final Levels adjustment layer and set the values to your preference. The slider all the way to the left will adjust shadows, the middle mid-tones, and the right slider adjusts highlights.

FINAL RESULT



Your image should look something like this, and your layers panel should be neat and organized with all of your adjustment layers in the **“Color Grading”** folder.



OPTIONAL

If you’re feeling extra spicy, you can refer back to last month’s issue where we go over the Ethereal Glow effect.

PART 2

ACTION



STEP 1

Same as before, open your base image to start. For this shot, we'll be going for a more cool tone; almost an edgy feel fit for any action shot.

STEP 2



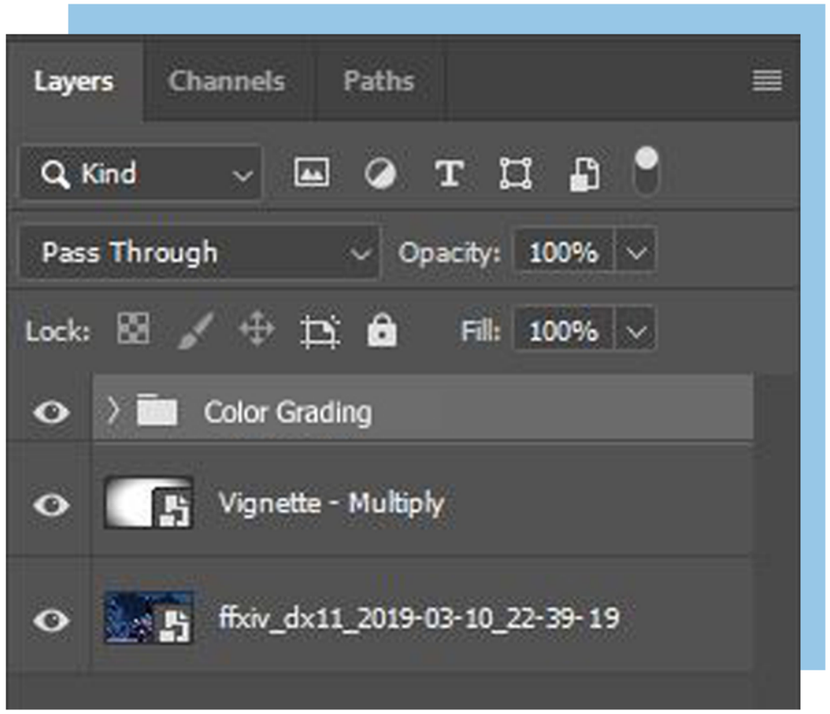
Add a vignette around the image. While vignettes can be made in Photoshop, for the sake of convenience we'll use one found online. Once you find one you like, **open it in Photoshop and set the blending mode to "Multiply".**

PROGRESS CHECK!

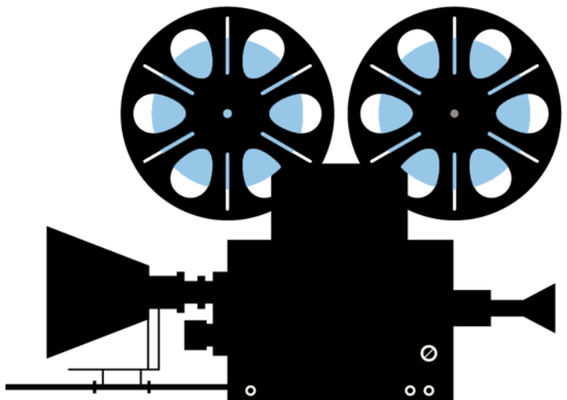
Both your image and layers panel should look like this:



STEP 3

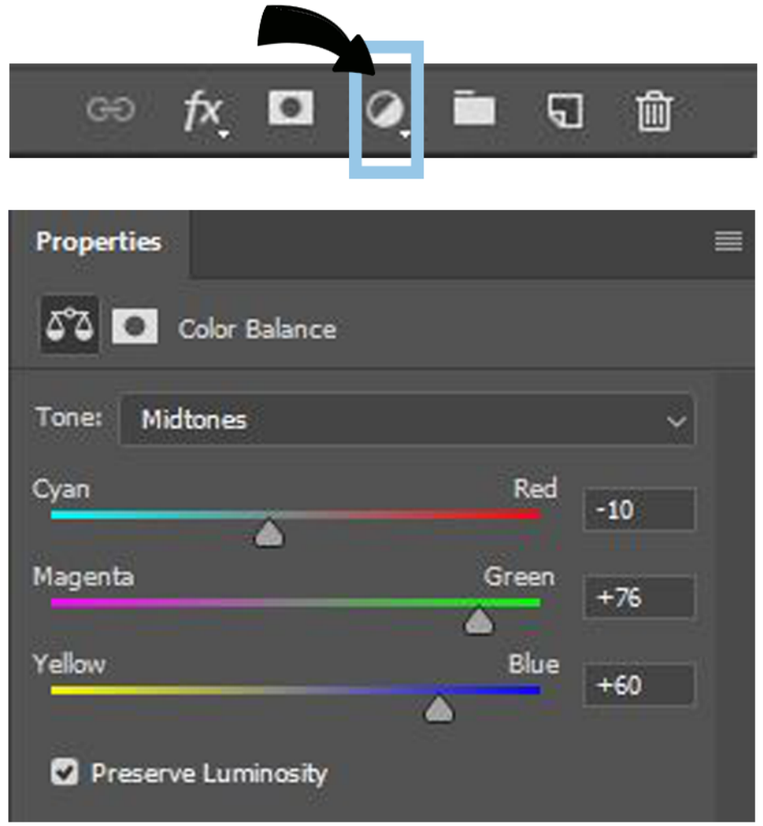


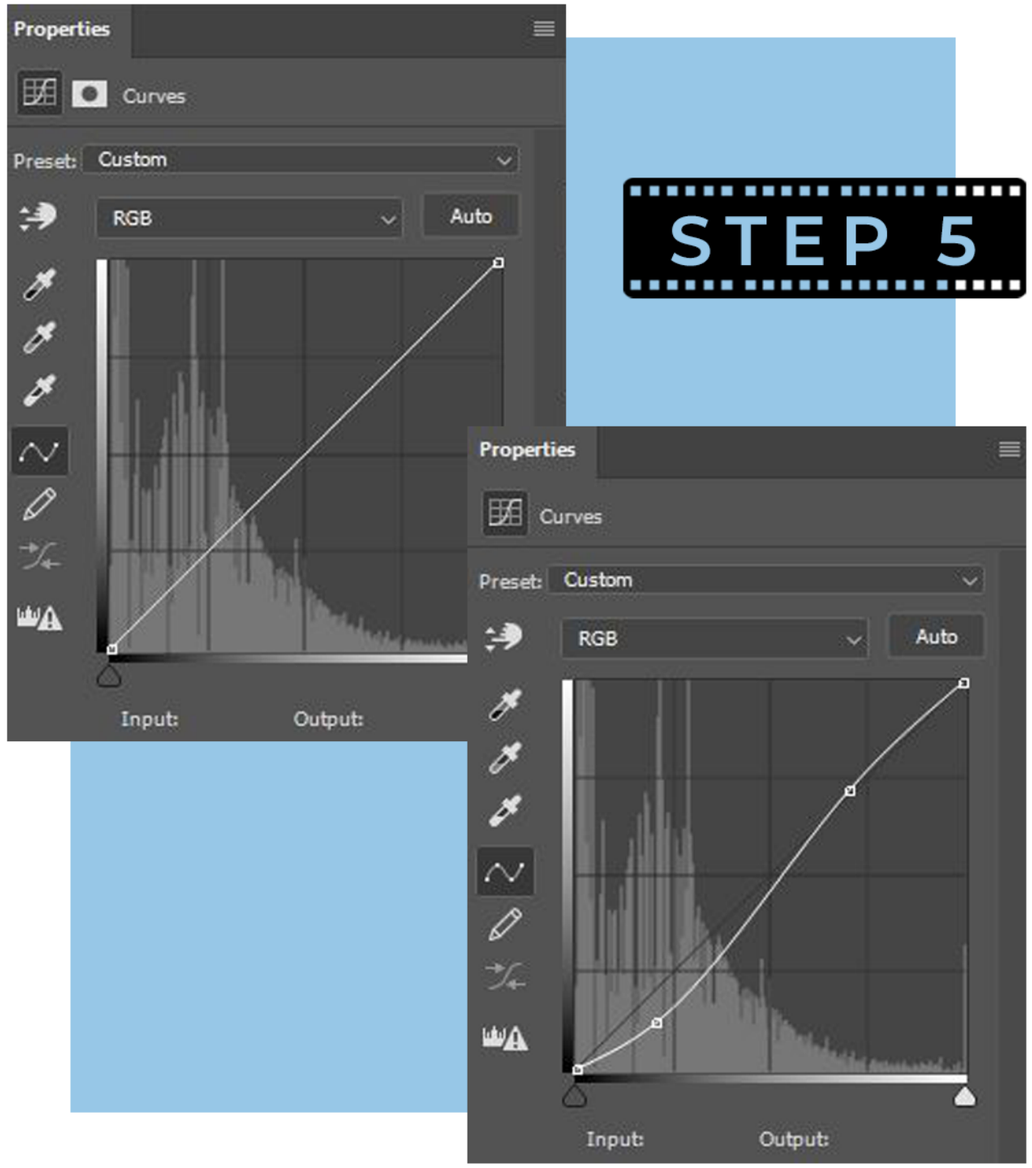
Create a group and name it “Color Grading”. Just like with the romance shot, this can be done by going to **Layer -> New -> Group**, or using the keyboard shortcut **Ctrl/Cmd+Shift+G**.



STEP 4

The next few adjustment layers will be nearly identical to the romance shot, just with different values to accommodate an action scene and the addition of a Brightness/Contrast layer. **Click on the layer adjustments icon in the layers panel (middle one, half-filled circle) and choose Color Balance.** You can set the values to the ones Yomi has provided, or tweak them to better fit your shot.



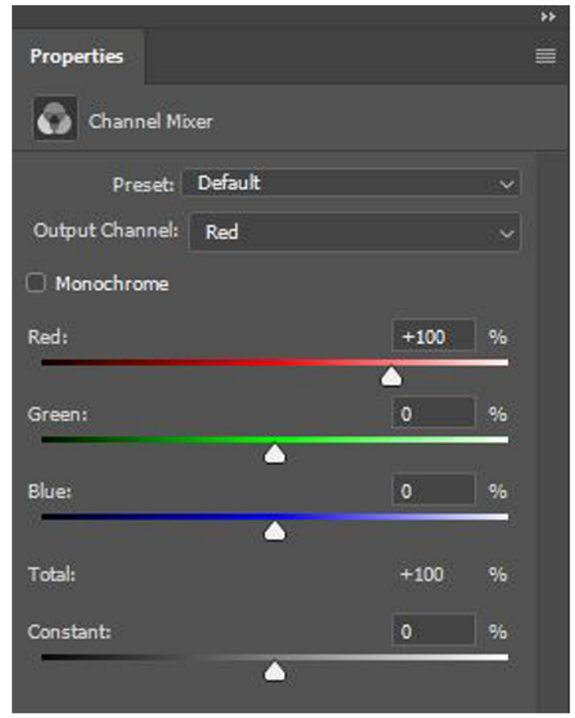


STEP 5

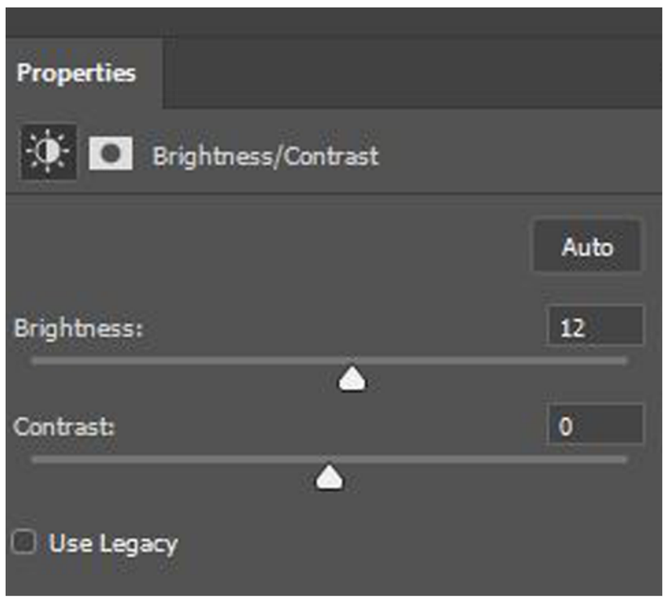
Create two Curves adjustment layers, with the first being set to your preference and the second one set to enhance both the highlights and shadows. It's important to note that subtle is better!

STEP 6

Open up a Channel Mixer adjustment layer, and with the "Output Channel" set to "Red", **boost the reds until you're happy**. Yomi has set hers to 100%.



STEP 7

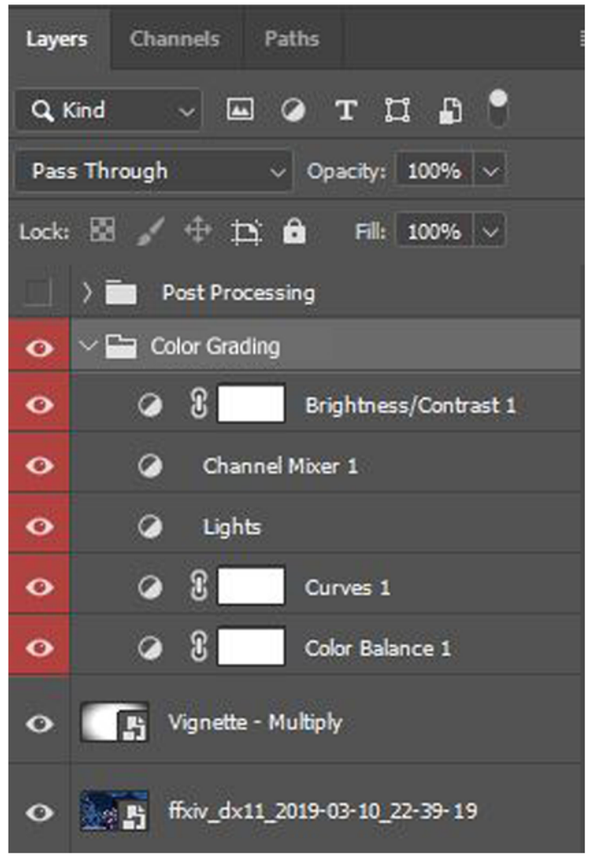


Create a Brightness/Contrast adjustment layer, which is self-explanatory. It allows us to boost the brightness of the overall image, or enhance the contrast of the overall image. **Raise the brightness a bit, as shown**. If you wish, you may also play around with the contrast slider.

FINAL RESULT



There you have it! Your final action shot should look something like this. As well, your layers panel should again be neat and organized.



OPTIONAL

If you again wish to take it a step further, feel free to add some of that Ethereal Glow to your image.



That's all there is to it! With a few simple adjustment layers, you can enhance your screenshots and make them feel as if they came straight out of a movie. A huge shoutout to Freya for taking the screenshots provided, and to Yomigami for helping me put this guide together. If you attempt these edits we'd love to see them! Be sure to drop by our Discord and show us what you came up with. Happy editing!

- Full-time Senpai

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